EmuMovies

NINTENDO DS™

Etrian Odyssey III
The Drowned City

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠️ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

| Convulsions | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements | Disorientation |

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠️ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠️ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠️ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

*T*he official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

Wireless DS Multi-Card Play
2-5

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Etrian Odyssey III
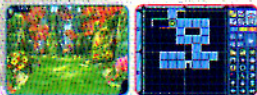## The Drowned City

Table of Contents

Starting the Game

Make sure the Nintendo DS system is turned OFF and insert the Etrian Odyssey III: The Drowned City Game Card into the Game Card slot.

Turn the power ON and tap the Touch Screen after the Nintendo DS start-up screen appears.

On the system menu screen, tap the Etrian Odyssey III panel. After doing so, the game will load. (If the Nintendo DS has been set to Auto Mode, the game will start automatically. See page 20 of the Nintendo DS system instruction booklet for details.)

Tap the Touch Screen or press any button to access the Title Menu.

⚠ WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION GO ONLINE AT www.nintendo.com/healthsafety/
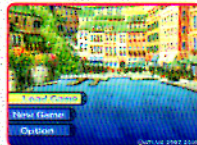
Touch the Touch Screen to continue

In this booklet, things seen on the upper screen will have a blue ■ border, and things seen on the lower screen (Touch Screen) will have a red ■ border.

Upper Screen **Lower Screen**

Title Menu

From here, you have the following options:

>>New Game
Begin the game from the beginning. After finishing the game, a green version of this option will appear, allowing you to start the game with a strong guild.

>>Continue
If you have a suspend save (p.18), you may continue from the point where you left off. Once you load the suspend save, it will be automatically deleted.

>>Load Game
Continue from your last regular save (p.28).

>>Options
Adjust the game settings:

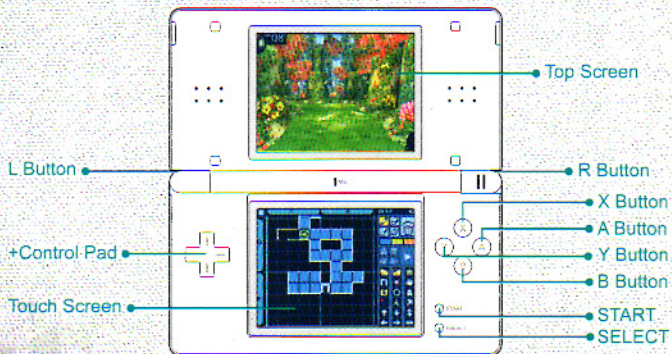|	
BGM:	Adjust the in-game music level from MUTE to MAX.
SE:	Adjust the in-game sound effects from MUTE to MAX.
Message:	Change the message speed.
Battle:	Change the message speed in battle.
Play BGM:	Listen to any of the game's music tracks.
Auto Map:	While ON, the spaces you walk across will be automatically painted on the map.
Exit:	Close the Option Menu.
Delete Data:	Delete all saved data. Be certain you want to do this before selecting it.
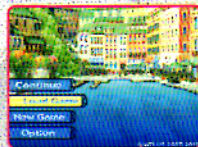
Basic Controls

The controls will differ depending on your situation. Be sure to remember how the buttons are used in different areas.

Top Screen

L Button

R Button

X Button
A Button
Y Button
B Button

+Control Pad

Touch Screen

START
SELECT

►About Sleep Mode
When you close your DS while playing, it will go into sleep mode, which consumes less battery power. Simply open the DS again to leave sleep mode. You cannot go into sleep mode while your DS is in wireless mode.

| Dungeon/Sailing	
+Control Pad	Up: Step forward, Down: Step back, Left: Turn left, Right: Turn right
A Button	Confirm/Check/Fish (while sailing)
B Button	Cancel/Return to port (while sailing)
X Button	Toggle the map zoom
Y Button	Access the Main Menu/Fire cannon (while sailing)
L Button	Step left
R Button	Step right

Battle	
+Control Pad	Move the cursor
A Button	Confirm
B Button	Cancel
Y Button	View Information Window
L Button	Turn Auto-Battle ON/OFF

Town/Main Menu	
+Control Pad	Move cursor
A Button	Confirm
B Button	Cancel
X Button	Switch to reserve guild members (Napier's Firm)
Y Button	Switch between lists (Napier's Firm) / Select multiple items (Aman's Inn/Napier's Firm)
L/R Button	Switch between characters (Napier's Firm, Main Menu)

Classes
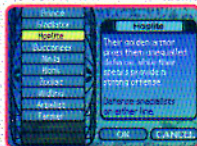
There are many classes, each with its own unique skills. Know the strengths and weaknesses of each class when forming your party. There are ten classes available at the outset of the game, as well as special classes that may become available later. The portraits you choose when registering explorers has no bearing on their stats or skills.

▶ Skills

Each class has many skills. Some are specific to that class, while others are common skills that any class can learn. Some skills can be learned immediately, while others require certain prerequisites before they can be learned.

▶ Subclasses

After a certain point in the story, you will be able to assign subclasses to your characters. Assigning a subclass allows that character access to most of the subclass' skills, among other benefits.

Prince / Princess

Those of royal bloodlines from kingdoms large and small throughout the land. Their clarion calls to action raise the party's morale, turning the battle to your advantage.
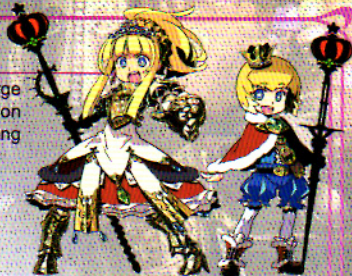
Gladiator

Courageous and strong, this class is focused solely on overwhelming their enemies. They prefer not to wear armor, the better to display their trained bodies, and are experts in the use of giant swords and hammers.

Hoplite

A class said to have been formed on the battlefield. They wear golden armor that covers their entire bodies, giving them unsurpassed defense. For offense, they pierce the enemy with long spears, making them powerful combatants.
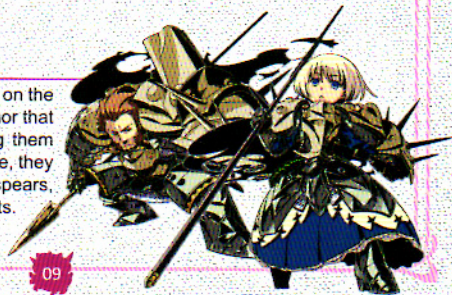
Buccaneer

The descendants of pirates who grew up on the sea. There, they learned a style of fighting suited to the unique situation of hand-to-hand combat on a ship's deck. Their specialty is following up their teammates' attacks with their own.

Ninja

This shadowy class has trained extensively in foreign lands. They use a special type of magic called Ninpo to aid their exploration of the Labyrinth. The most skilled ninja are said to be able to do the work of several explorers on their own.

Monk

These ascetics use the power of Qi to work upon the human body; not only can they heal wounds, they are also skilled combatants with their bare fists. The fists of an advanced monk are said to be harder than any weapon.

Zodiac

Scientific magicians who harness the etheric elements latent in the stars. Their attacks are unlike any physical blows and can be invaluable in battle.

Wildling

Men and women who live in close harmony with beasts, sharing such a close rapport that animals are willing to do their bidding. The birds in the sky, the moles below the ground, and even the lions of the jungle are their allies.

Arbalist

These experts in projectile weapons use giant bows and cannons as large as they are, bringing their superior firepower to bear in battle.

Farmer

These simple folk, lured by the promise of the Labyrinth's bounty, decided to gamble on hitting the jackpot as explorers. They're in their element when it comes to the greenery of the Labyrinth, but they have next to nothing to contribute in battle.

Some classes may become available later under certain conditions:

Party Formation

At the Explorers Guild (p.30) in town, you can register new guild members and organize your own guild. At the start of a new game, you will create a party here.

Register

Create new characters here. Name the character, and then choose a class and portrait. Newly created characters can be put into the party from the Formation menu. You may register up to 30 explorers. See p.30 for class descriptions.

Organize

Retire   Retire a character and receive a new character in exchange. New characters receive a bonus to their stats.

Rest   Characters who Rest lose five experience levels, but can reallocate their skill points. Resting also resets a character's subclass.

Dismiss   Dismiss a character from the guild. You will lose these characters and any equipment they are wearing forever.

Rename   You may change a character's name for a fee of 1000en.

Formation

A party consists of up to five guild members. You will need to form one in order to enter the Labyrinth. Choose a character from your registered guild members and place them on the front or back line. Once you're satisfied with the formation, select Confirm to create the party.
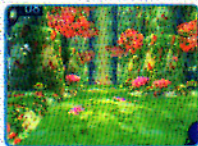
Labyrinth

The Yggdrasil Labyrinth is a complex maze, filled with traps and tricks. Draw your map carefully and use it to your advantage.

Exploring

▶ Navigate on the Top Screen

When in the Labyrinth, you use the +Control Pad to move around. If you run into enemies or wandering FOEs (p.23), battle will begin.

▶ Draw the map on the Touch Screen

On the bottom screen, draw a map that reflects what you see on the top screen. You may zoom in or out on the map and switch between floors. Exploration will go more smoothly with a well-drawn map.

Mapping during battle
Even if you enter battle, the map will still be displayed on the Touch Screen, allowing you to draw maps during battle.

Aspects of the Field Screen

Zoomed In

Zoomed Out

1 Icon showing the time of day.

2 The in-game clock. Time passes while moving.

3 Icons for special travel skills.

4 Proximity gauge. How close you are to enemies is shown by the gauge's color. Blue = Low chance of battle. Red = High chance of battle.
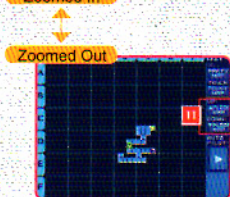
**5** F.O.E. proximity gauge.

6 Cartography icons.

7 Map screen. Tap the full map to zoom in on the area you tapped.

8 Coordinate tabs. Tap these tabs to move the map in that direction.

9 When the check is shown, the map will follow the player. If not, the map will remain stationary even if the player goes elsewhere. Touch the check to toggle it ON/OFF.

10 Touch the floor number display to see all previously explored floors. Touch any of them to view the map for that floor.

11 Touch the UP box to view the map of the floor above, or touch the DOWN box to view the map of the floor below.
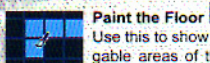
Map Screen Guide

The function of the stylus changes according to which icon you choose from the menu on the right side of the Touch Screen.
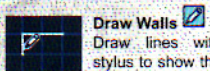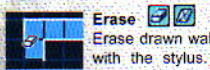
Draw Walls
Draw lines with the stylus to show the dungeon walls.

Paint the Floor
Use this to show the navigable areas of the Labyrinth. Either tap individual squares or slide the stylus across the Touch Screen.

Erase
Erase drawn walls or floors with the stylus. Touch an Eraser icon, and then touch or slide across the area you wish to erase.

Place Icons
Icons on the right can be dragged and placed on the map.

Erase Icons
Simply drag an icon already on the map into the trash can.

Annotation
Drag the memo icon onto a map square, and then type a message using the Touch Screen. You may annotate any icon, but there is no way to remove an annotation without removing the icon as well.

► Auto-Walk function

If you make a path on the map with arrows and turn Auto-Walk on, moving over the route will cause you to automatically walk down the set path.

◄ Route Arrow: Set an Auto-Walk path.

► Play button: Touch to toggle Auto-Walk ON/OFF.

► Other icons

There are other icons besides the tools above. Put them to good use when drawing maps so you can remember where everything is. The set of icons differs between the Labyrinth and the sea.

Main Menu

Press the Y Button outside of battle to access the Main Menu.

♦ Items

Use or throw away items in your inventory. Select an item with the A Button to use or throw away. If you would like to use it, select a target to use it on. Press the Y Button to switch tabs to Key Items.

♦ Skills

Use skills the party has learned. Select a skill, then press the A Button to use it. Press the Y Button to switch between tabs or the L and R Buttons to switch characters. Using skills costs TP.

>> Active tab: Shows all skills usable outside battle.

>> Class tabs: Shows skills for your main and sub class (p.08), if you have one. Common skills are usable by any class.

♦ Status (p.21)

Check each party member's status. Press the A Button on the status screen to view the character's skills. Switch skill tabs, when present, with the Y Button.

♦ Equip

Equip items in your inventory. Select a slot to equip the item, and choose a piece of equipment from the list.

♦ Custom

Level up a character's skills or learn new ones by spending skill points (p.27). You may also view or adjust the currently set Limit Skills (p.26).

Option Menu and Suspend Save

These are available while in the Main Menu. Press SELECT to access the Option Menu (p.05), or press START to create a suspend save. After you make a suspend save and turn the power OFF, you can choose Continue from the Title Menu to resume where you left off.

♦ Skills

Distribute acquired skill points to any skill you wish. Choose a skill to allocate points to and press the A Button. Press the Y Button to switch between skill tabs.

♦ Limit

You can assign obtained Limit Skills to your active party. Limit Skills set here can be used in battle (p.26). Each Limit Skill requires a certain number of users, so keep that in mind when assigning them.
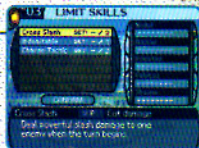
>> Setting Limit Skills:

Choose a skill from the list, and then select which members to assign it to. If you have assigned it to the required number of party members, an OK will appear, indicating that Limit Skill is available to use.
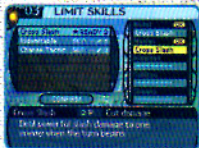
♦ Party

Change the party's formation. Select a character from the list on the left and place him or her in either the front or back line. Press the A Button to confirm.
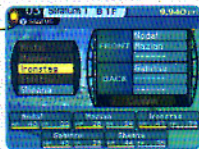
♦ Book

Review active or completed quests and missions here, as well as guild cards.

>> Quests: View active and completed quests.
>> Mission: View active and completed missions.
>> Guild card: View or discard guild cards you've accumulated.

Found... The percentage of all glossaries registered.
Charted... The percentage of the sea mapped.
Forays... Number of times you entered the Labyrinth.
Voyages... Number of times you set sail on a voyage.
Hunted... Number of enemies defeated.
Walked... Number of steps you've taken in the Labyrinth.
Total en... Total money you've amassed.

Status

You can see a character's details here.

1. Current level.
2. Character's class.
3. Current HP out of maximum HP.
4. Current TP out of maximum TP.
5. Character's stats. Each one affects various things:

   STR: Affects attack power.
   TEC: Affects skill strength.
   VIT: Affects defense.
   AGI: Affects turn order, accuracy, and evade rate.
   LUC: Affects various situations.
   ATK: Based on your weapon strength, as well as your STR.
   DEF: Based on your armor strength, as well as your VIT.

6. Experience needed for the next level.
7. Current equipment.
8. Current Limit points. When this reaches 100, you can execute a Limit Skill in battle (p.26).

Death: When HP drops to 0 or when attacked by an instant-death skill.

Sleep: You can't act and will receive more damage. Once struck, the character will wake up.

Confuse: A character cannot be controlled and may attack his or her comrades.

Poison: You will receive damage at the end of each turn.

Curse: A portion of the damage you deal will be reflected back to you.

Bind Arm: You won't be able to use skills requiring the arms.

Stone: You become a motionless statue and receive less damage.

Paralysis: You cannot move.

Plague: Receive damage at the end of each turn with a chance of infecting other allies.

Blind: Your accuracy and evasion will be greatly decreased.

Bind Head: You won't be able to use skills requiring thought or voice.

**Bind Legs:** You won't be able to run or use skills requiring the legs.

Battle

Here are the basic tenets of battle, including an explanation of the commands.

Basics of Battle

Battles are turn-based, where one turn consists of every combatant's actions. There are six different commands in battle.

► Enemy Encounters

When you encounter an enemy in the Labyrinth, you enter the battle screen. Normal enemies cannot be seen, but select monsters known as FOEs are visible on the map. FOEs take one step for every step you take; if they catch you, you will enter battle.
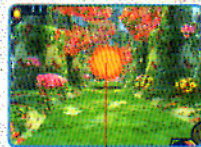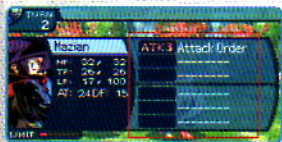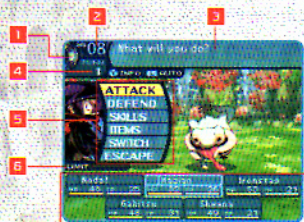

FOE

► Front and Back Lines

Battles will begin using the formation set by the player. The front line is generally targeted by enemies more often than the back line. Enemy groups have no front or back line.

Battle Screen Guide

Press the Y Button during battle to view the information window, and the L Button to enter Auto-Battle mode.

Information window

1 Icon showing the time of day.

2 The in-game clock.

3 The message window.

4 Indicator of how many turns have elapsed.

5 Battle commands. Their functions are explained on p.25.

6 Limit gauge. When it reaches MAX, you can use a Limit Skill (p.26). The gauge increases whenever you act, or when an ally dies.

7 Each character's HP and TP in bar and numeric form.

8 Buffs and debuffs currently active on the character.

Battle Commands

The six commands below are your options in each turn of battle. Use them wisely according to the situation.

♦ Attack

To attack with your equipped weapon, select Attack, highlight a target, and press the A Button. Characters can attack from the front or back line.

♦ Defend

The damage received will be decreased for that turn.

♦ Skills

Use a skill you have learned. Select a skill to use from the list and press the A Button. Skills are color coded: main class skills are green, subclass skills are blue, and Limit Skills are red.

♦ Items

Use items in your inventory. Select an item from the list and press the A Button to confirm, then choose a target to use it on.

♦ Switch

Change places with the ally of your choice on either the front or back line.
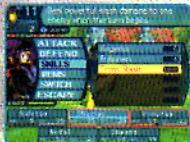
♦ Escape

Flee from battle. If any party member succeeds in escaping, the entire party will run.

► Limit Skills

During battle, if your limit gauge rises to maximum, your assigned Limit Skill will appear at the bottom of your skill list (p.25). Activating the Limit Skill will deplete the limit gauge entirely. Limit Skills cannot be activated if any of the party members whom the Limit Skill has been assigned to are dead, petrified, or otherwise unable to act.

After Battle

Once you defeat all the enemies, you will see the results screen, showing you any experience points or items gained. In lieu of earning money from battle, you can sell any items gained to Napier's Firm. If your entire party is defeated, the game is over.
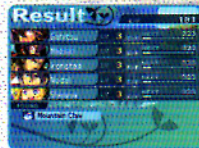
► Leveling Up

Once you gain enough experience from battle, your characters will level up, at which point their statistics will increase. For each level gained, you also gain one skill point.
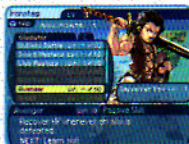
Spend skill points with the Custom option in the Main Menu to learn new skills or level up existing skills. As you develop your skills, more skills will be unlocked to learn.

There are many different facilities to visit in Armoroad. Each one offers unique services, as well as someone to talk to.

Aman's Inn

Explorers can rest here to heal HP and TP, as well as save their games. You can also store or remove your belongings for a fee.
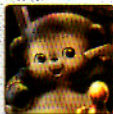
♦ **Commands**

Stay: You can rest until 7 AM the next morning or until 7 PM that evening, fully recovering HP and TP either way.

Treatment: Cure wounds and status ailments.

Store: Deposit or remove your items. Select the item you wish to store or claim and press the A Button to confirm. To select multiple items, press the Y Button over each item. Each item you deposit will cost 100en.

Save: Save your game. There is only one save file, and when you save, it will automatically overwrite the previous data.

Napier's Branch

Buy and sell items and equipment here. As you sell items you find in the Labyrinth, more goods will become available to buy.

♦ **Commands**

**Buy:** You are able to buy weapons, armor, accessories, and items.

Sell: Sell items that you have. By pressing the A Button, you can sell one item at a time. The Y Button allows you to sell multiples of the same item.

Forge: You can forge weapons to confer various bonuses on them. You will need a weapon with open slots to strengthen, raw materials for the process, and the blacksmith's fee.

Weapon list — Effects
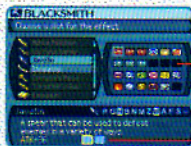
Materials needed — Slots

When you've chosen a weapon to forge, choose an effect you'd like to give it and a slot to put it in. You can add effects by finding smithing hammers that correspond to each effect.

Change equipment: Change equipment using the lower screen. You can switch characters with the L and R Buttons, as well as press the X Button to access characters in reserve.
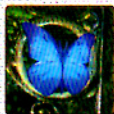
Butterfly Bistro

The barkeep has a variety of quests to offer. By completing these quests, you will receive various rewards.

♦ **Commands**

Accept quests: Take any quest listed on the board. You may only have five quests active at one time.

Report results: Report successful quests to receive your reward. If you report a quest you have not yet completed, you may cancel the quest. Any canceled quests may be retaken.

Gather information: Talk to patrons of the bistro for various hints.

Explorers Guild (p.13)

A gathering place for explorers. You can register and organize guild members here.

♦ **Commands**

Register: Enlist new explorers in your guild.

Organize: Dismiss, rest, retire, or rename a character (p.13).

Formation: Form a party or change the order of an existing party.

Inver Port (p.32)

From here, you can set sail and explore the ocean, take on wireless sea quests with friends, and set your DS to passive transfer mode.
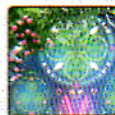
♦ **Commands**

Set sail: Go out on the ocean to explore.

Sea quests: Cooperate with other guilds to complete quests

Barter: Trade items and guild cards wirelessly.

Report discoveries: Log anything found at sea. You can also view any logged items, monsters, or treasures from here.

Via Senatus

Take on missions related to the game's story, or log any monsters or items you discover.

♦ **Commands**

Accept missions: Take missions offered by the Senatus.

Report results: Report successful missions.

Report discoveries: Log anything found in the Labyrinth. You can also view any logged items or monsters.

Labyrinth Entrance

This is where you can enter the Labyrinth.

♦ **Commands**

Enter the Labyrinth: Begin exploring a Stratum of your choice.

Sailing

From Inver Port, you can explore the high seas, embark on wireless multiplayer sea quests, and engage in passive guild card trading, activities quite unlike anything in the Labyrinth.

Set Sail

To go voyaging, you will need equipment. While sailing, you will draw sea charts similar to your Labyrinth map, but there are also important differences.

▶ Preparing to set sail

In order to set sail, you will need supplies, which determine how much the trip will cost. You can equip items found on your voyages onto your ship's equipment slots. Select a slot, and then choose which provisions or equipment you want to outfit your ship with from the list. Finally, choose "Set Sail" to pay the cost indicated and go on your voyage.

Food   Turns added

Equipment

▶ Provisions and turns

Food is a necessity at sea. There are different types of food, and each will allow you to sail a certain distance. Each time you move forward at sea, you use up one turn. Move, fish, and explore as much as you can within your allotted turns.

▶ Returning to port

When you use up all of your turns, you will automatically return to port. If your ship is damaged from whirlpools or pirate attacks, you will be sent home with a repair fee for your ship. To end a voyage early, press the B Button to return to port.

▶ Post-voyage

On returning to port, you will be paid for any fish or trade items you acquired during your journey. You may also receive a reward if you discover a new location.

Voyage Screen Guide

What you see on the ocean is slightly different than when in the Labyrinth.

Zoomed In

Zoomed Out

1 Icon showing the time of day.

2 Number of turns left. When this reaches 0, you return to port.

3 Fire cannon, if one is equipped, with the Y Button.

4 When this box is checked, the map will follow your ship as you move.

5 Icons used to draw your chart. They work essentially the same as the icons on the Labyrinth map screen.

6 Sea chart.

7 Coordinate tabs.

8 After travelling to the North Ocean once, the button to switch between maps will appear.

The ocean is vast and contains many things: Schools of fish, merchant vessels, pirate ships, and more...

 School of fish

When you are on a square containing a school of fish, you may fish with the A Button.

> Blue icon = Normal school
> Yellow icon = Rare school
> Large icon = Tanniyn

 Merchant ship

Occasionally, a merchant ship plying the sea lanes will appear. Sail directly next to a merchant ship and press the A Button to exchange items.

 Pirate ship

There are pirates in these waters, and just like the FOEs in the Labyrinth, they tread particular paths. If you run into a pirate ship, your ship will break and you will be returned to Inver Port. If you have a cannon equipped, you can defeat pirate ships.

 Major events

When you draw near to certain places, you will make a discovery, causing a flag icon to appear at that spot. Reaching these places will be the focus of your missions at sea.
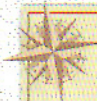
Explore thoroughly
Just as in the Labyrinth, when you're at sea, you may find new items or suffer various setbacks depending on what you decide to do.

Multiplayer

When you choose "Sea quests" or "Barter" from Inver Port, you will be able to participate wirelessly with other players.

Connecting to other players

What you'll need
2-5 Nintendo DS, Nintendo DS Lite, Nintendo DSi, or Nintendo DSi XL systems
2-5 Etrian Odyssey III Game Cards, one for each system.

Setting up
1. Check to see that the Nintendo DS's power is turned OFF. Insert each Game Card into a Nintendo DS.
2. Turn the Nintendo DS ON.
3. Touch the "Etrian Odyssey III" icon on the screen.
4. See p.37 for further steps.

Sea quests

These involve cooperating with explorers from other guilds to defeat the boss monsters you find at discovered locations while sailing. You may attempt them as often as you want, and you may receive rewards for completing them successfully.

▶ Playing solo

You can take on sea quests without other players, by teaming your own guild up with an NPC guild. Choose a guild from the three provided for you in each quest, create a party of up to five characters, and defeat the quest boss.
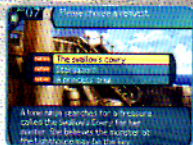
>> Preparing for the quest
When you choose a quest to attempt, you will be taken to the party organization screen. The NPC characters are fixed, so place your own characters in the open slots. When you are done, assign your Limit Skills (p.19) The NPC characters cannot be assigned Limit Skills and will act automatically during the battle.

▶ Playing cooperatively

You can use the DS wireless connectivity to participate in quests with other players' guilds (NPCs can also participate). Choose members from each guild to create a party of up to five characters.

Recruit members

Begin a wireless session as the leader and recruit members. When you have enough members, choose Confirm. The leader will set up the party formation and assign Limit Skills.

Search for leaders

Look for leaders hosting a session. When you find one, select their name and press the A Button to confirm.

>> Co-op battle

During battle, neither side will act until all participants have finished inputting their commands each turn. During this process, the commands other players have selected will appear in the explorer panel. After the battle, you can keep the same players and formation to go on another sea quest.

Barter

You can exchange guild cards via passive communication or actively exchange items with another player wirelessly.

▶ Guild cards

While in passive communication, if you are near another player who is also in this mode, you will automatically exchange guild cards. The DS may be closed during this mode. Press the A Button to stop passive communication.

▶ Items

Exchange items over a wireless connection. You can either recruit or search for trading partners.

>> Exchanging items

When the item list is displayed, highlight an item and press the A Button to offer it to the other player. Any item, except for key items and some rare equipment, can be traded. Once both sides have finished selecting items to trade, the game will automatically save and the trade will be complete.

Credits

Atlus Japan

Director: Shigeo Komori
Character Design: Yuji Hiimukai
Monster Design: Shin Nagasawa
Music Composer: Yuzo Koshiro
Planner: Shigeo Komori, Masaru Watanabe, Atsushi Watanabe, Satoshi Ebato, Takahiro Yamamoto
Planner: Johnosuke Yoshida, Katsumori Nagayama, Ken Koga, Makoto Miyauchi, Shoko Mori
Chief Programmer: Yoshihiro Komori
Programmer: Masayuki Higo, Hiroki Shintani, Mai Yamamoto
Chief Designer: Yukari Yokoro
Designer: Hitomi Kakiuchi, Akihiko Morishige, Hiroshi Sasacu, Keiichi Ueda
Image Board: BIHOU CO.,LTD
Art Director: Masaru Satou
Art Design: Akihiro Hirasawa
Art: Jun Okabe, Aya Satou, Yasutomi Kishi, Tatsuya Kushida
Font Design Cooperation: Fontworks Japan, Inc.
Sound Creator: ANCIENT Corp., Yuzo Koshiro, Takeshi Arai
Project Support: Atsushi Yagi, Nozomi Yamamoto, Yuki Shindo, Takeshi Hiruta
Package Artwork: Masao Nagashima, FIX Inc.
Project Manager: Hitoshi Sadakata

Development

Division Manager: Naoto Hiraoka
General Manager: Kozo Itagaki
Executive Producer: Shigeru Igari

Atlus U.S.A., Inc.

Executive Producer: Shinichi Suzuki
General Manager: Mitsuhiro Tanaka
Director of Production: Bill Alexander
Project Lead: Nich Maragos
Project Coordinators: Hiroyuki Tanaka, Shigeto Sammy Matsushima, Mai Namba
Translators: James Kuroki, Mai Namba, Madoka Ueno
Editors: Nich Maragos, Mike Meeker, Scott Strichart
QA Manager: Carl Chen
QA Lead: Rob Stone
QA Testers: Joel Ellis, C.K. Hickey, Meriel J. Regodon, Gerald Rempis, Scott Williams
VP Sales & Marketing: Tim Pivnicny
Sales & PR Manager: Aram Jabbari
PR Specialist: Crystal Murray
Marketing Manager: Robyn Mukai
Creative Designers: Michiko Shiikuma, Jeremy Cail
Web Designer: Amanda M. Dalgleish
Assistant Media Producer: John Tubera
Sales Administration Manager: Sally Ortiz
Sales Administrator: Monica Lee
Sales Assistant: Chris Kim

ENSIDE Co., Ltd.:
Jae-Min Shin
Se-Woong Kim

MiraeSoft Co.:
Min-Ki Kim